

Exam. Code : 106506

Subject Code : 2005

BMM 6th Semester
INTRODUCTION TO 3D

Time Allowed—3 Hours]

[Maximum Marks—100

Note :— In Section A there are **TWELVE** questions. Attempt any **TEN** questions. Each question carries **2** marks. In Section B there are **SEVEN** long answer type questions. Attempt only **FOUR**. Each question carries **5** marks. In Section C there are **FIVE** questions. Attempt any **FOUR** questions. Each question carries **15** marks.

SECTION—A

1. 3D animation
2. Timeline
3. Three point lighting
4. Motional blur
5. Depth of field
6. Key frame
7. Morphing
8. Linking
9. Key frames

10. Ghosting
11. Staging
12. Cloning

SECTION—B

13. Explain primitives.
14. What is rendering ? Explain.
15. How we can use particles in 3D software ?
16. Explain mapping attributes.
17. What is a use of ragging in 3D ?
18. What are the fundamentals of design ? Explain.
19. Define the role of perspective view.

SECTION—C

20. Explain the basic lighting techniques in 3D.
21. What are the fundamentals of Design ? Explain any two.
22. Write the process of frame by frame animation.
23. Explain the principles of animation.
24. Define 3D modeling with example.